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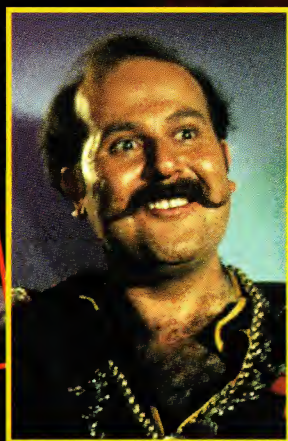
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STAR TREK

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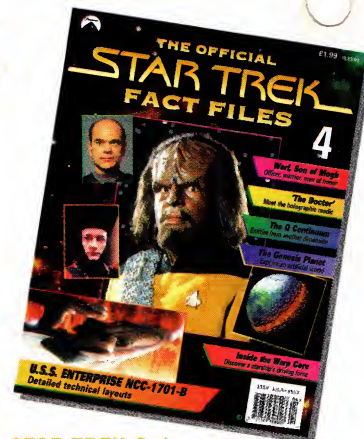
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The Guide to the STAR TREK Galaxy

FILE 12

CARD 1

THE ROMULAN STAR EMPIRE

Romulans are a warrior race from the planets Romulus and Remus. While physically humanoid, their facial appearance suggests that they are related to the Vulcans.

Historical and genetic evidence shows that the **Romulans** are descended from a rebel **Vulcan** colony. But unlike the logic-dominated and pacifist **Vulcans**, Romulans have remained a very passionate and aggressive people. They continually seek to expand their share of space by whatever means necessary. This ethic has often been

taken to extreme lengths by the brutal **Tal Shiar** – the much-feared intelligence wing of the Empire.

The Empire

The **Romulan Star Empire** has expanded largely through the conquest of its neighbors. Fallen worlds are ruled with an iron fist, with local governments under the absolute control of Romulan overseers. And while the

Romulans possess strong emotions, they seem to be utterly devoid of any empathy for those they subjugate. But for all these excesses, Romulans are still considered to be a highly honorable people.

First encountered by **Starfleet** in a battle that took place two centuries ago, the Romulans have continued to be a persistent thorn in the side of the **Federation**.



After more than 50 years of Romulan seclusion, Commander T'Pol is the first of his people to communicate with the Federation.

THE ROMULAN APPEARANCE



Descendants of a faction of Vulcans, the Romulans have similar facial characteristics. Note the sloping eyebrows and the pointed ears. Most Romulans have straight, shiny black hair, which they have cut into this traditional style.

The uniform of a Romulan officer consists of a quilted, metallic-colored tunic with a high collar and broadly-padded shoulders. Baggy black trousers are tucked into a pair of black, knee-length combat boots. An officer's rank or function is often indicated by the wearing of a particular type of sash or collar.



THE ROMULAN HOMEWORLD

Twin worlds

The **Romulan Star Empire** actually has two homeworlds, **Romulus** and **Remus**. While scarcely any information exists regarding **Remus**, a little more is known about **Romulus**. The few outsiders to have been there describe it as a world of awesome beauty, highlighted by such sights as the **Firefalls of Gal Gath'thong** and the **Valley of Chula**.



Many Romulan cities are made up of a series of dark streets.

A striking and colorful view of **Romulus**. Few from the **Federation** have visited the planet, although **Captain Picard** and **Data** go there in 2368 on an undercover mission to locate **Ambassador Spock**, who has been sighted there by **Starfleet Intelligence**.



Planet Romulus (Main homeworld)

Class M **Reg. No.** 5

Joint homeworld Remus

Native name Romulus
Primary star Binary
Inhabitants Humanoid descendants of a group who left Vulcan.

Atmosphere Oxygen dioxide
Moons Unknown
Leader The Praetor

Important Features Joint homeworld of the **Romulan Empire**.

Places of interest The **Firefalls of Gal Gath'thong**, **Valley of Chula**, The **Apnax Sea**.

Starship Log **STAR TREK: 'Balance of Terror'**; **STAR TREK: THE NEXT GENERATION 'The Defector'**, 'Unification', Parts 1 & 2

Romulan Star Empire

ROMULAN PLANETS

Romulus/Remus

EMPIRE LEADER The Praetor

GOVERNING BODY

Romulan Imperial Senate

➤ Proconsul ➤ Vice Proconsul



Pardek is a long-time Romulan senator whose pacifistic contact with Spock is a trick to lure him into backing reunification with Vulcan.

After a brief and bitter war with Earth forces in 2160, the **Romulan Neutral Zone** is established as a one-light-year-wide buffer zone separating Federation and Romulan territory. Starships from either side crossing over the zone, or even venturing into it, risk causing an official act of war.

While there are occasional incursions, the Neutral Zone remains secure for decades – until a Romulan ship

crosses it in 2266 as a test of Federation resolve.

Space alliances

Romulans pride themselves on their intellect, and this may have contributed to the dissolution of their short alliance with the **Klingons** in 2260s, whom they consider too barbaric to be trusted.

However, this alliance does result in an exchange of technology that benefits both races – particularly the **Klingons**, who obtain basic cloaking technology from their short-term allies. The origins of the **Klingon Bird-of-Prey** can also be traced back to these times.

In 2311, the Romulans kill thousands of Federation citizens in the **Tomed Incident**. After this the **Treaty of Algeron** is drawn up which reaffirms the Neutral Zone, and ushers in a period of Romulan isolation.

Unintentionally, the

The Guide to the STAR TREK Galaxy

FILE 12

CARD 1



THE ROMULAN STAR EMPIRE

MILITARY WING

Admiral ➤ Commander ➤ Sub-Commander ➤ Major

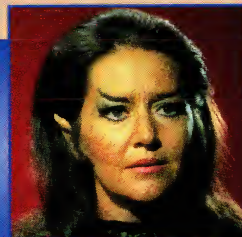


The first Romulan visage ever glimpsed by Federation eyes belongs to the commander of an incursive BIRD-OF-PREY, encountered in 2266.

Romulans play a pivotal role in a major peace initiative, after they make a brutal attack on the Klingon **Narendra III** outpost in 2344. The **U.S.S. Enterprise NCC-1701-C** responds to distress calls from the colony and tries to help the besieged Klingons. Although the **U.S.S. Enterprise** is reported lost in the battle, the heroism of the ship's crew so

Tal Shiar

INTELLIGENCE WING



A female Romulan commander becomes attracted to Spock lets her guard down long enough for Captain Kirk to steal her ship's cloaking technology.

impresses the Klingons that the incident leads to closer Federation-Klingon ties.

The period of Romulan isolation ends in 2364, in response to fears of aggressive activity by the dreaded **Borg**.

It does not take the Romulans long to return to their scheming plans, which, in 2368, include a plot to conquer Vulcan.

Becoming increasingly



Subcommander N'Vek is a Romulan officer who also works for the underground. He helps to arrange the defection of Vice-Proconsul M'ret.

uncomfortable with the Federation-Klingon alliance and fearing the combined power as a threat, the Romulans attempt to undermine the peaceful co-existence of the two interstellar superpowers in the late 2360s. But their efforts prove unsuccessful, and it is left to other forces to create a truly serious rift between the Federation and the Klingons.

OTHER CARDS IN THIS FILE...

- 1 THE ROMULAN STAR EMPIRE
- 2 ROMULAN CONFLICTS
- 3 ROMULAN IMPOSTERS

SEE OTHER FILES...

THE ROMULAN FLEET..... File 35
ROMULAN PERSONNEL..... File 49
ROMULAN WEAPONS..... File 60
STARSHIP LOG..... Files 68-71

ROMULAN FACTS



A popular drink with inhabitants of the Star Empire is **ROMULAN ALE**. Blue in color and highly intoxicating, the beverage is banned by the Federation.



There is no record of any Federation personnel ever visiting Remus.

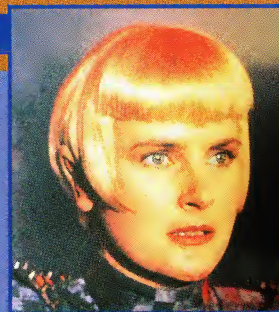
ROMULAN PLOT

Re-unification

The 24th century has seen the growth of an underground movement on Romulus, dedicated to reunification with their Vulcan ancestors. In 2368, these goals appear to be encouraged by members of the Romulan government which lead to secret talks with Ambassador Spock. However, this proves to be little more than a Romulan ploy to launch an invasion of Vulcan. Fortunately the plan is foiled by Spock, together with Captain Picard and Data, who have traveled to the planet to search for the ambassador.



Picard and Spock are held captive in the Proconsul's office, as the Vulcan plan to invade Vulcan is finally revealed.



Sela is the scheming mastermind behind the planned Romulan invasion of Vulcan.





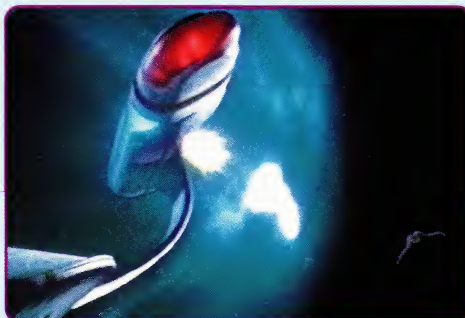
STARFLEET ACADEMY

SHIP HANDLING

EMERGENCY LANDING OF SAUCER SECTION



▲ The Duras Sisters obtain the operating frequency of the U.S.S. ENTERPRISE NCC-1701-D's shields, and they recalibrate their weapons to penetrate them.



▲ The U.S.S. ENTERPRISE is hit by the BIRD-OF-PREY's torpedo. An unstoppable warp core breach begins, and the decision is taken to separate the ship.



▲ With Captain Picard on the surface of Veridian III, Commander Riker must oversee the landing of the saucer section.

Although **Starfleet** personnel are trained in landing a saucer module it is a maneuver that is rarely performed, not least because of the stresses put upon the saucer section on impact with the planet surface. Until the crash-landing of the **U.S.S. Enterprise NCC-1701-D**, a **Galaxy-class** starship had not even been tested in emergency landing procedures, except in computer simulations. It takes the crew of the *Enterprise* to prove that the maneuver is a viable option, when no other courses of action are available.

Situation:

An unmanageable warp core breach calls for an emergency saucer separation and landing.

Causes:

- Enemy fire disables safety overrides.
- Ship or computer malfunction disables warp core ejection.
- Spatial phenomenon causes unreliable computer readings.

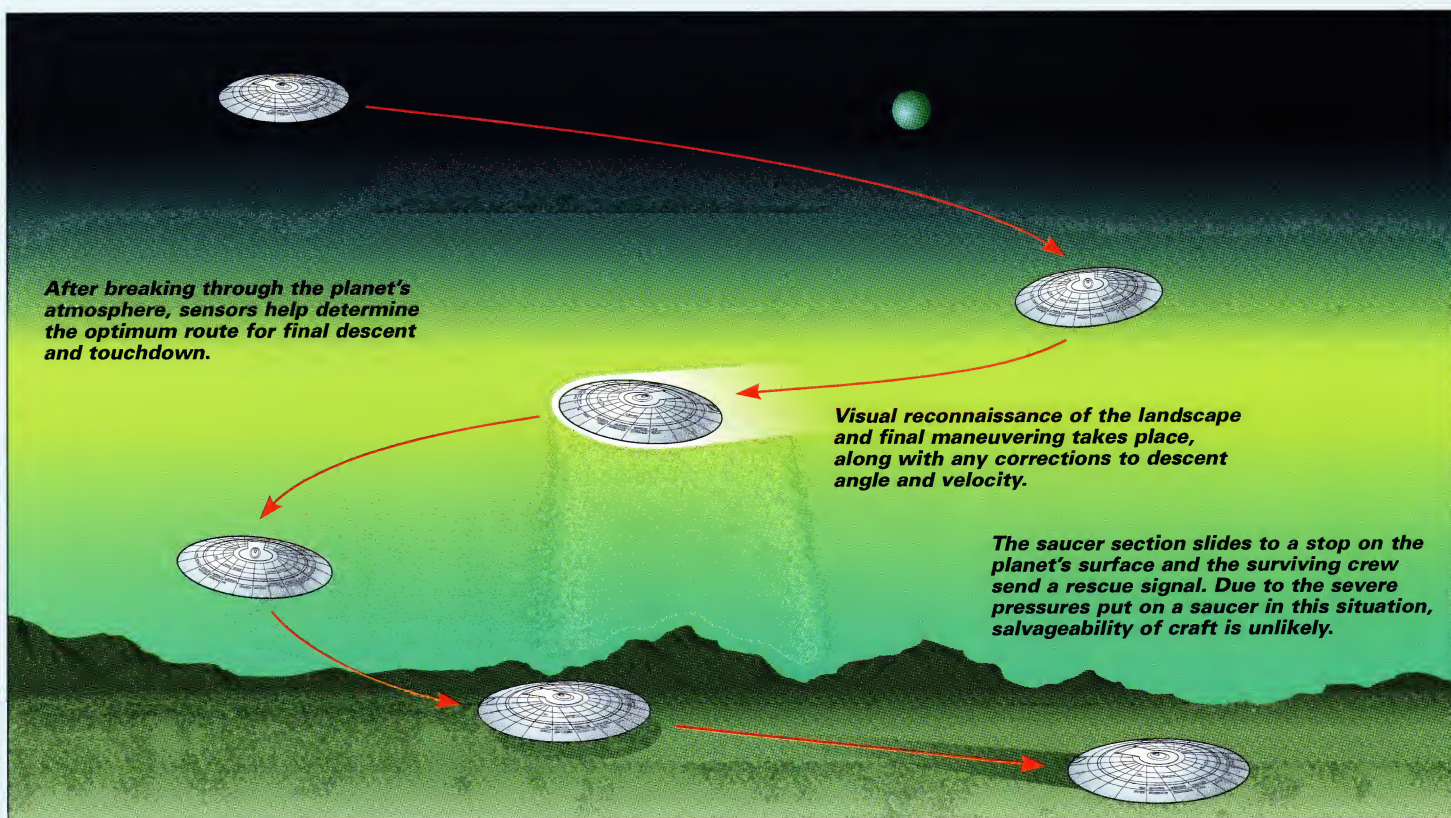
Courses open:

Examine the available options and choose one that best suits the situation:

- Beam personnel to rescue ship or planet surface OR
- Separate saucer and land.

Plan:

- Evacuate all personnel to the saucer section and begin separation.
- When personnel are safe and saucer is separated, evacuate area to avoid further damage by shock waves from warp core detonation. Begin emergency landing procedures.



▲ The crew of the saucer section must try to find a smooth, flat surface to serve as a landing site. Sand, grassy fields, beaches, ice or deep water are preferable. If the saucer is unable to land due to a hostile environment, achieving a sustainable orbit takes priority.





EMERGENCY LANDING OF SAUCER SECTION



1 After all the crew members have been safely evacuated to the saucer section from the drive and battle sections, 18 docking latches disengage and the saucer detaches from the rest of the *ENTERPRISE*.



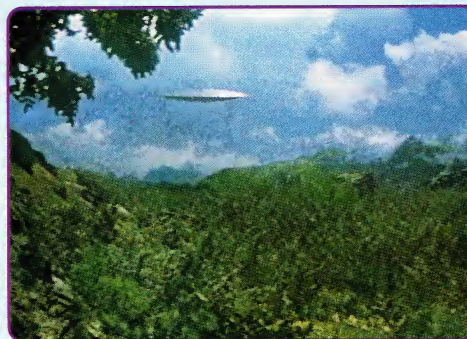
2 The saucer module departs. With a warp core breach imminent, the saucer must quickly distance itself from the battle section to avoid the massive explosion that is to follow.



3 The primary hull is destroyed by the explosion after the warp core breach. This causes a huge shock wave that catches the saucer section, sending it hurtling toward the planet.



4 Friction causes the leading edge of the saucer section's hull to glow as it enters the atmosphere. Fortunately, the ship can withstand external pressures and adverse conditions such as this.



5 The saucer section breaks through the cloud cover and visual assessment of the landscape is now possible. Any last-minute attitude adjustments are now made by the conn.



6 The view from the bridge of the *U.S.S. ENTERPRISE* shows a slightly mountainous and heavily forested environment. Not ideal, but in this case there isn't a choice.



7 During the final seconds before impact, the saucer section is still traveling at enormous speed. The only thing that the crew can do now is to brace themselves.



8 The saucer hits the ground with a tremendous shock. The noise is deafening, and crew members are thrown from their positions.



9 The massive saucer section plows through the landscape of the planet surface, displacing trees and destroying everything in its path.



10 The ship is almost at rest. Once it has come to a stop, the crew must assess damage and casualties, and determine whether it is safe to leave the saucer.



11 After broadcasting an emergency distress call, the crew must wait for help to arrive. Here shuttles from the *U.S.S. FARRAGUT* are arriving to collect survivors.

SAUCER FACTS

Although it's a very valuable piece of machinery, a starship's saucer section will not be salvaged after a landing due to the likelihood of severe damage.

Before an impending crash, the ship's inertial dampers are always set to their maximum level in an effort to reduce stresses within the saucer section and thus minimize casualties amongst the crew and passengers.

The Cetacean Probe

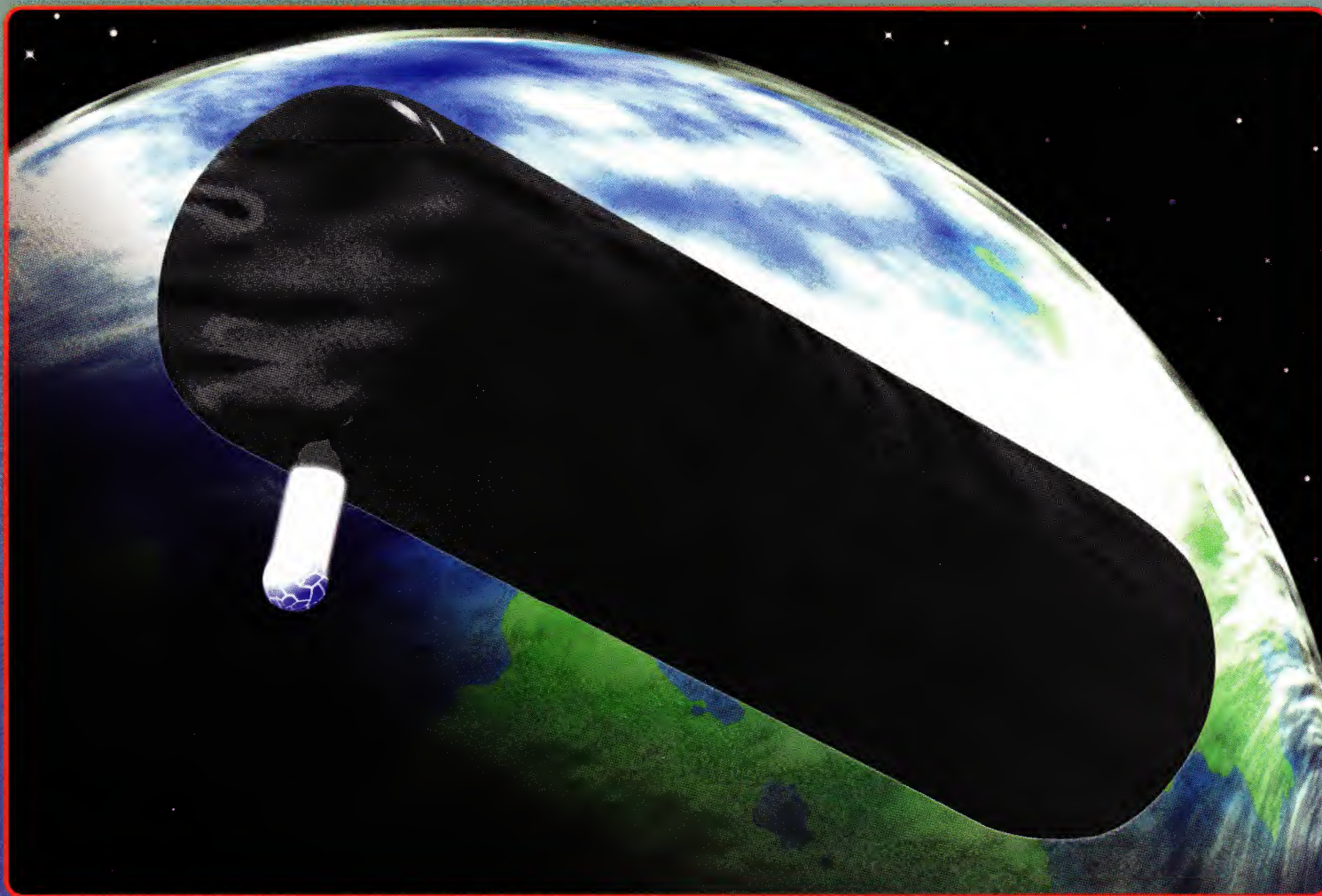
Undoubtedly one of the strangest phenomena ever encountered in Federation space is a mysterious object which appears from the depths of the Galaxy in 2286, emitting unintelligible signals and carving a swathe of destruction as it heads on a relentless course — seemingly for Earth. Realizing the potential threat, Starfleet tries to halt its progress, but without success.

OTHER CARDS IN THIS FILE...

- 1 THE CETACEAN PROBE
- 1A UNDERSTANDING THE CETACEAN PROBE
- 2 V'GER
- 3 NOMAD
- 4 THE KATAAN PROBE
- 5 THE CYTHERIAN PROBE
- 6 THE CARETAKER ARRAY
- 7 OTHER ALIEN PROBES

SEE OTHER FILES...

STAR TREK: IV
THE VOYAGE HOME.....File 75



The first contact with the **Cetacean Probe** (or simply 'the Probe' as it came to be known) occurs in 2286, in an area near the **Romulan Neutral Zone**. This is during the period just after the **Genesis Planet** disaster when relations between the **Federation** and **Klingons** are extremely tense, while those with the **Romulans** are virtually nonexistent.

The Probe moves out of the Neutral Zone and into Federation space with startling speed. The Federation Starship **U.S.S. Saratoga NCC-1937** is the first to

encounter it. Or, at least, the *Saratoga* is the first ship that is able to relay confirmation of the Probe's existence back to Federation headquarters on Earth.

Physically the Probe is a huge metallic cylinder, polished smooth and almost featureless, with no visible means of propulsion. At one end there is a brilliantly-lit cavity from which the Probe projects a bright beam of energy. A whirling sphere is held at the end of the beam, and it appears to emit a strange signal carried on an enormously powerful, and inadvertently destructive, amplification wave.



▲ The Miranda-class starship **U.S.S. SARATOGA** attempts to take a closer look at the **CETACEAN PROBE** — unaware of its extraordinary and deadly effects on anything that gets too near.

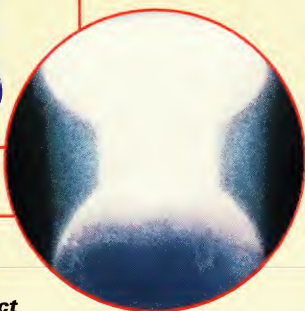
The Cetacean Probe



SIDE VIEW (ABOVE)

PROBE
DETAIL

The *PROBE's* only external feature is a spherical object suspended from an energy field. The sphere has been observed retracting and spinning.

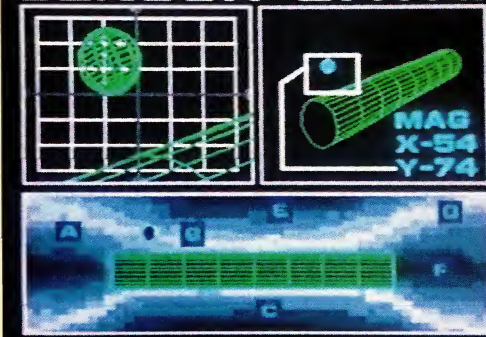


FRONT VIEW



Computers aboard a Federation space station attempt to analyze information on the *PROBE* picked up by its sensors. But like every other Starfleet vessel, they are unable to determine its origins, understand its signals or divert the *PROBE* from its course toward Earth.

SENSOR DATA:



The *Probe* seems to be searching for something, and – judging by its projected trajectory – it would appear that it hopes to find that thing on the planet Earth.

Power cut

The *Saratoga's* attempt to make contact with the *Probe* proves unsuccessful. As it moves in for a closer look, something incredible happens. The *Probe's* high-energy signal impacts on all of the *Saratoga's* systems, neutralizing them entirely. The *Saratoga's* bridge goes dark and the powerful *Miranda-class* vessel is left drifting in space.

Other ships, including two Klingon vessels, encounter the same fate as they attempt to intercept the strange object. There seems to be nothing to deter the *Probe* from carrying out its mysterious mission. Even an attempt to destroy it would prove futile, as any vessel close enough to target weapons would be disabled by the wave before it could fire.

Reaching the Solar System, the *Probe* settles into Earth orbit and directs its strange signals at the planet's oceans.

The effect is devastating. The energy wave ionises the oceans, drawing plumes of water into the atmosphere and creating raging storms and cloud cover that envelops almost the whole planet. The wave and the turbulent weather it is creating disrupts power on a planet-wide scale. With *Starfleet* helpless and Earth's scientists baffled as to the *Probe's* intent, it is all the **Federation Council President** can do to broadcast a planetary distress signal, warning all spacecraft to avoid Earth.

Fortunately, the President's signal is received by the one ship in the galaxy that can save the planet – and it is under the command of the renegade, **Admiral James T. Kirk...**

▶ As the *PROBE* moves into Earth orbit, its incredibly powerful transmissions blacken the skies with violent and destructive storms.



▲ A Federation space station is effectively disabled as the *PROBE* neutralizes all its systems.



▲ Any doubts as to the *PROBE's* destination disappear as it moves into orbit around Earth.





Understanding the Cetacean Probe

The unrelenting advance of the *Cetacean Probe* threatens the complete destruction of Earth. Believing nothing more can be done to halt the *Probe*, Starfleet Headquarters issues a warning message — telling all spacecraft to keep away from Earth, as the planet seems doomed.

Also on course for Earth is a captured *Klingon Bird-of-Prey*, renamed *H.M.S. Bounty*, returning from the planet *Vulcan*. It has been commandeered by then-Admiral James T. Kirk and his crew from the destroyed *U.S.S. Enterprise NCC-1701*, who had defied

Starfleet regulations by rescuing their former crewmate *Spock* from the *Genesis Planet*.

It is Spock who is able to successfully analyze and decode the *Probe's* message. He determines that it is communicating in an ancient Earth language belonging to *Megaptera novaengliae*, or humpback whales, a species that no longer exists in the 23rd century.

Slingshot

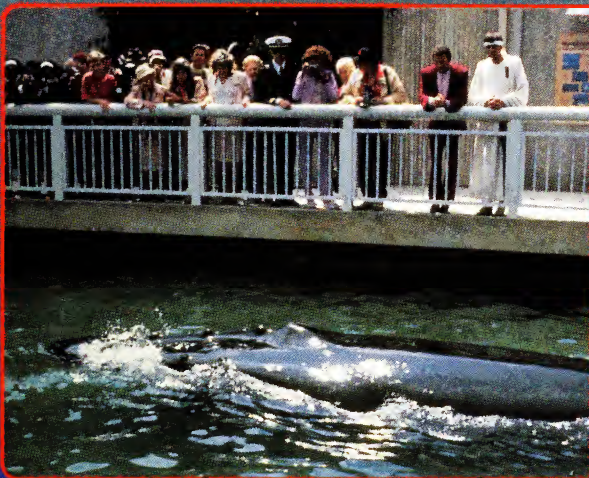
Using the slingshot effect first discovered aboard the *Starship Enterprise*, the *Bounty* is able to whip around the sun attaining incredible speed until it warps out of its own era. After traveling into the past, the *Bounty* arrives at the Earth of the late 20th century, when humpback whales still inhabited the seas.

Kirk and his companions rescue two whales, named *George* and *Gracie*, which have been released into the open seas from the San Francisco Cetacean Institute. They are aided by



▲ The *CETACEAN PROBE* transmits its message. The *PROBE's* purpose is unclear, but the fact that it tries to communicate with humpback whales may suggest that the species, and perhaps all cetaceans, were placed on Earth by an extra-terrestrial civilization millennia ago.

▶ The *KLINGON BIRD-OF-PREY*, commanded by Admiral Kirk, returns to 23rd-century San Francisco with two humpback whales in order to stop the *PROBE* from totally destroying Earth.



▲ The visitors at the Cetacean Institute in San Francisco are unaware that the two humpback whales they are watching will save humanity and the entire Earth's biosphere in the 23rd century.



Understanding the Cetacean Probe

the Institute's assistant director, **Gillian Taylor**, who then accompanies them on their return journey to the future – with the two humpback whales safely inside the *Bounty*'s cargo hold.

Happy ending

When the *Bounty* returns to 23rd century Earth, the whales are released into San Francisco harbor and immediately 'sing' their reply to the *Probe*'s message. The *Probe* receives the whales' song, and, apparently satisfied, it ceases its transmission and leaves Earth orbit. The devastating atmospheric effects disappear and the Earth is saved.

While the crew of the *Bounty* are later reprimanded for their earlier mutiny, all charges are dropped because of their daring rescue of the planet – except for one charge of disobeying orders against Admiral Kirk. He is demoted in rank to Captain but is once more given the command of a starship: the new *U.S.S. Enterprise NCC-1701-A*.



▲ **Dr. McCoy and Spock behind the controls of the KLINGON BIRD-OF-PREY, aka the H.M.S. BOUNTY.** By saving the whales and Earth, Kirk and crew are reinstated in Starfleet.



▲ **George and Gracie (named after 20th-century comedy duo George Burns and Gracie Allen) speak the language of the mysterious PROBE.**

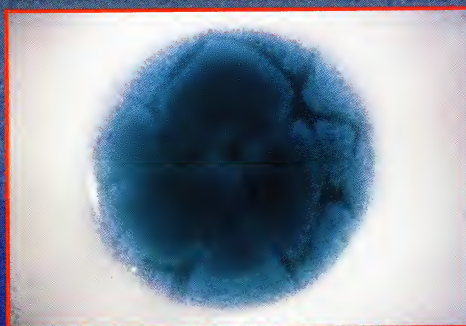


▲ **Not wasting any time, the PROBE quickly makes contact with the humpback whales. Once communication is established, the atmospheric chaos is halted.**



▲ **The PROBE begins to retract the externally-suspended sphere when communication with the whales is complete.**

▲ **With contact over, the PROBE is content. The suspended sphere retracts back into the body of the PROBE, which then turns and heads for whereabouts unknown.**



▲ **A close-up of the circling sphere which hangs suspended from the body of the PROBE while it transmits its apparently unintentionally destructive message.**





FILE 50 CARDASSIAN PERSONNEL

Gul Dukat: Potent Force

After the Cardassians abandon *Terok Nor*, one man oversees the handing-over of what proves to be a valuable crossroads to the Galaxy. Gul Dukat has had a checkered career with his own people and with the Federation, but one thing is certain: he is a force to be reckoned with.

OTHER CARDS IN THIS FILE...

- 1 GUL DUKAT: BACKGROUND
- 1A GUL DUKAT: DEEP SPACE NINE EXPERIENCES
- 1B GUL DUKAT: FAMILY AND FRIENDS
- 1C GUL DUKAT: CAREER CHANGES
- 2 GARAK
- 3 OTHER GULS AND CARDASSIAN OPERATIVES

The Cardassian Union occupied the planet Bajor early in the 24th century, plundering its resources for more than sixty years. The military officer in charge of Cardassian forces at the end of that occupation is Dukat, who holds the rank of Gul, an approximate equivalent of the Starfleet rank of captain.

Cool customer

At the height of his career, Gul Dukat serves both as Prefect of Bajor and as commander of the orbiting mining station and command post *Terok Nor*, later designated *Deep Space Nine*.

In his dealings with humans and Bajorans alike, including those among the station's command staff, Dukat adopts a detached attitude, as if he is not overly attentive to events around him. But this is merely one of his countless layers of deception. Like most Cardassians, Dukat is wily and calculating.

He focuses on minute details, and little occurs around him without him being aware of it. At times, even while on Cardassia, he receives intelligence of events on *Deep Space Nine* only minutes after they occur. The many sources of Gul Dukat's information have never been fully revealed.

PROFILE ON DUKAT

NAME: Gul Dukat

LIFE FORM: Cardassian

AGE: Unknown

RANK: Gul

CURRENT STATUS: Decommissioned

RESIDES: Alpha Quadrant

CURRENT OCCUPATION: Freedom fighter

CHILDREN: Seven, plus an illegitimate half-Bajoran daughter

SIBLINGS: Unknown

ENEMIES: Klingons

FIRST SEEN: 2369: 'Emissary'



DUKAT MEETS SISKI

★ **Gul of Terok Nor**
Following the Cardassian withdrawal from Bajor, Gul Dukat relinquishes his post on *TEROK NOR* only reluctantly. He returns to the station on numerous occasions.

"You're far from the Federation fleet, alone in this remote outpost with poor defense systems." — Dukat

▲ Gul Dukat, one-time prefect of occupied Bajor, only rarely shows his heavy-handed ruthlessness in public.



★ **Flying visit**
Commander Sisko, posted by the Federation to the newly christened *DEEP SPACE NINE*, suspiciously hails the unexpected arrival of a Cardassian ship.

★ **Pleased to meet you**
Gul Dukat returns to his old office, now occupied by Commander Sisko, to offer his support while the station changes hands ... and also to make a few veiled threats.



★ **Pause for thought**
Commander Sisko considers Gul Dukat's somewhat hollow pledge of cooperation. He knows that he'll be seeing a lot more of this unsettling Cardassian in the future.



Gul Dukat: Potent Force

Dukat clearly opposes the decision by Cardassia's civilian leaders to end the Bajoran occupation in 2369. However, in a revealing example of his political astuteness, Dukat also anticipates that he will someday experience conflicts with those leaders, and sets in motion long-range plans against them. One of his targets is among Cardassia's most prominent politicians, a man called **Kotan Pa'Dar**.

Kidnapped

In 2361, while Pa'Dar is serving as **Exarch** for a Cardassian settlement on Bajor, Dukat arranges the kidnapping of the politician's four-year-old son, **Rugal**, leaving Pa'Dar to believe the child has died in a Bajoran terrorist attack. Rugal is taken to a war orphan center where he is adopted by a Bajoran family.

After the occupation has ended, Dukat moves to undermine Pa'Dar's leadership by revealing the child's existence. So great is the love of children on Cardassia that to abandon one is an act of great shame, especially since children without parents have no status in Cardassian society. However, the command staff of *Deep Space Nine* expose the scheme, showing that the shame is Dukat's for having conceived of the plan in the first place.

Gul Dukat's attention to detail surfaces again during the seeming chaos that surround the Cardassian withdrawal from Bajor. As the officer in charge, he is responsible for ordering the last round of destruction of Bajoran property, which eaves the planet without the vital resources it

needs to be self-sustaining.

At this time, *Deep Space Nine* also suffers severe damage. The station is methodically stripped of every component of value, leaving it with virtually no defenses. On the last day of the occupation, four Bajorans die defending their shops on the Promenade from looting by Dukat's soldiers.

The return

Gul Dukat returns to *Deep Space Nine* only two weeks later and becomes the first Cardassian encountered by the station's new commander, **Benjamin Sisko**. At that meeting, Dukat stated that he had not been happy to leave Bajor.



★ Lost love

Kira Nerys looks on as Dukat, overcome with emotion, finally discovers the crashed RAVINOK and the fate of his Bajoran mistress.

★ Up in arms

Disdainful of Maquis intent, Dukat is nevertheless shaken when the Central Command is content to blame and abandon him for the secret rearming of DMZ Cardassians.

He also notes that the Federation's replicator technology is superior to Cardassia's, especially in its capacity to make onion soup.

This proves to be the first of many meetings between Dukat and Sisko. Some of their encounters are civil; others not.

★ Shifting allegiances

Dukat is a patriotic Cardassian, but he has occasionally worked with Federation personnel.



★ More than a feeling

Dukat showed a rare moment of vulnerability when he undertook a search for his Bajoran mistress and the illegitimate daughter she bore him. Cardassians, it seems, have feelings too.

DUKAT UNDER COVER



★ Under suspicion

Amid the crossroads of intrigue in the DMZ of 2370, Dukat finds himself at odds with Starfleet and suspected Maquis as well his Cardassian colleagues.

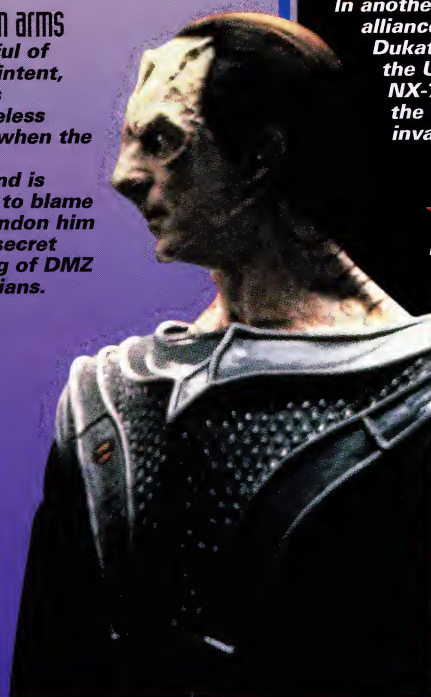
★ Crossover

In another shaky alliance with Sisko, Dukat joins him on the U.S.S. DEFIANT NX-74205 during the Klingon invasion.



★ High interest rate

During their would-be peace mission, Kira is surprised just how much the cagey Dukat's personal interest in her has grown.



FILE 44 NON-STARFLEET HUMANS

Harcourt Fenton Mudd

Inveterate conman, thief, and liar, **Harcourt Fenton Mudd** roams the Galaxy perfecting the art of separating valuables from trusting owners. Like Earth's colorful seafaring pirates, the boisterous Mudd is both outlaw and symbol of brazen nonconformity.

Details of 'Harry' Mudd's early days are scarce. At some point, however, he attempts domestic life. His bride, the nagging hag **Stella**, finds him wanting as a husband and frequently bawls him out for drinking too much, staying out all night, and misbehaving.

Mudd deserts Stella, deciding to ply his trade among the stars. He earns a Master's License to pilot a space vehicle, but the license is revoked on stardate 1116.4.

Crazy Harry

The six-foot-one, 240-pound pirate's entrepreneurial activities are logged in his criminal record – filed under code X731248 – and consist of smuggling (sentence suspended), transport of

stolen goods, and purchase of a space vessel with counterfeit currency. Though given psychiatric treatment, the record notes that "its effectiveness was disputed." The file concludes with requests for any information pertaining to Mudd.

Eye for the ladies

In the year 2266 Harry is involved in a new scam: furnishing gorgeous wives to three lonely settlers on **Ophiucus III**. He simply finds three plain women and temporarily transforms them into hypnotic beauties, by using the illegal Venus drug. His transportation problem is solved with the 'sudden death' of cargo ship captain, **Leo Walsh**. Using Walsh's vessel, Mudd sets out to deliver his 'cargo'.

When the stolen ship is

PROFILE ON MUDD

NAME: Harcourt Fenton Mudd
LIFE FORM: Humanoid
STATUS: Convicted criminal, fugitive
PLANET OF ORIGIN: Unknown
DATE OF BIRTH: Unknown
OCCUPATION: Conman
CHILDREN: Unknown
MARITAL STATUS: Separated from wife, Stella Mudd
BEST FRIENDS: Unknown
CONVICTIONS: Smuggling, transporting stolen goods, using counterfeit currency
FIRST SEEN: 2266, 'Mudd's Women'



▲ Harry Mudd escapes penal reform to be crowned Lord Mudd by an android colony on a Class-K planet.



★ **An accusing finger**
Harry's wife Stella proves to be a nightmare. After he leaves her, he creates a replica of Stella on the android planet so that he can talk back to her whenever she starts nagging him.

★ **Mudd's past**
Little time is lost in cutting through the lies and embellishments of Mudd's story. When he is beamed aboard the U.S.S. ENTERPRISE in 2266, his background is checked using the ship's databanks. Harry, it turns out, has a variety of past crimes to his name.



★ **Three of a kind**
Mudd's scams quite often involve beautiful women. One of his more famous schemes is the trading of beautiful brides for lithium crystals on a planet populated primarily by lonely miners. What the miners don't know is that the secret of these women's beauty is the illegal Venus drug.



OTHER CARDS IN THIS FILE...

- 2 KHAN NOONIEN SINGH
- 3 DR. CAROL MARCUS
- 4 DR. DAVID MARCUS
- 5 GILLIAN TAYLOR

SEE OTHER FILES...

ANDROIDS..... File 5
 STAR TREK
 THE ORIGINAL SERIES..... File 68

Harcourt Fenton Mudd

spotted by the **U.S.S. Enterprise**, Mudd tries to outrun them, but his engines overheat and his ship is destroyed by asteroids.

Captain outrageous

Snatched from oblivion by the **Enterprise's** transporter, Mudd and the future wives materialize on the **Federation** ship. Mudd, looking every bit the swashbuckling pirate, replete with dangling earring, introduces himself as Captain Leo Walsh. His real identity is quickly uncovered, and **Captain James T. Kirk** charges him with stealing a cargo ship and being a menace to navigation. Despite Mudd's evident charm, and a valiant attempt to put a positive spin on his deeds, Kirk rules that he should stand trial.

With Mudd confined to quarters, the **Enterprise** heads toward **Rigel XII** for desperately-needed lithium crystals. He secretly offers to trade his women to the isolated lithium miners on Rigel XII for his freedom and their lithium crystals.

Though Mudd's plan fails, his efforts delay delivery of the crystals, nearly destroying the **Enterprise**. He is sent to prison, but soon escapes.

Free again, Mudd sets up a technical service that sells "certain valuable patents to struggling young civilizations." His days of peddling fake patents end on **Deneb V**. The wary **Denebians** contact the **Vulcans** after Mudd

sells them all rights to a Vulcan fuel synthesizer. He is found guilty of fraud and sentenced to death.

Mudd breaks out of jail and escapes **Deneb V** in a stolen craft, but the **Denebians** manage to disable his ship, setting him adrift.

Mudd the worst

Around stardate 2267 Mudd lands on an uncharted planet. The 200,000 extremely advanced and friendly androids living there promise to satisfy his every whim. He adapts easily, and dubs himself Mudd the First, or 'Lord Mudd' to the androids. With the help of the android leader, **Norman**, Mudd creates and replicates a series of beautiful, fully functional, female androids. For his own amusement, he produces one nagging Stella android who instantly falls silent when he tells her to "shut up".

Stuck in Mudd

Mudd, bored of the easy life, plans to depart, but Norman stops him, saying he has given them a purpose. Typically, Mudd strikes a deal. If he helps Norman to get hundreds of new humans to study, he will be allowed to leave.

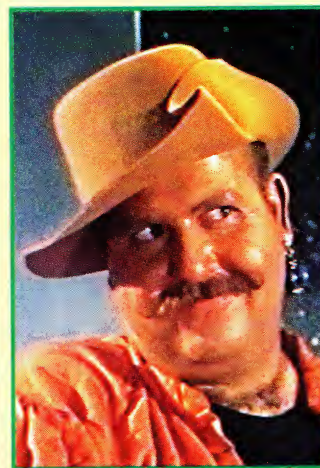
Norman commandeers the **U.S.S. Enterprise** and beams the crew to the planet, but still refuses to free the "seriously flawed" Mudd. Now androids capable of conquering the galaxy have the ship they need to accomplish their goal. However,

Mudd joins forces with the **Enterprise** crew to defeat them.

Kirk decides to leave Mudd behind on the planet, with the androids reprogrammed to encourage his rehabilitation. As an additional incentive, Kirk creates 500 Stella androids who no longer shut up at his command.

Starfleet receives no further reports on Harry Mudd, so his fate is a mystery, but it seems unlikely that this devious rascal will remain anyone's captive for long.

▶ **Harry Mudd has a roguish charm that makes him hard to dislike in spite of all his flaws.**



MUDD AT WORK



★ **Mudd's plan**
Kirk finds himself face to face with Harry Mudd yet again after he and his crew are hijacked by Norman, one of the androids originating from Mudd's latest home.

★ **Lord Mudd**
Mudd, pleased with himself after luring his old foe, Captain Kirk, to the android planet, informs him that he and his crew will remain on the planet for the rest of their lives.



★ **And then there were six**
Harry Mudd utilizes the technology on the android planet to construct 500 identical women, all of them beautiful and obedient to the will of Mudd.



★ **Under the influence**
In an attempt to confuse the androids, Kirk stages an absurd tableau where his crew dance and play invisible instruments, and pretend to play golf with an imaginary bomb.

"To be absolutely accurate you should refer to me as Mudd the First, ruler of this entire sovereign planet"

— Harry Mudd

THE WIFE

Rather than returning Mudd to jail after the incident on the android planet, Kirk maroons him there with 500 nagging Stella androids who no longer respond to his "shut up" commands. For the record, Starfleet has received no further reports on Harcourt Fenton Mudd.



FILE 61 UNIFORMS

Starfleet Uniforms: Year 2254

Since its inception by Federation charter in 2161, Starfleet has issued several variations on its starship crew uniforms. One of the early-issue uniforms is modeled by the crew of the *U.S.S. Enterprise NCC-1701* during their mission to Talos IV in 2254.

In keeping with Earth's military traditions, uniforms and rank in **Starfleet** maintain an order required by all commissioned personnel. It is required that all officers appear in proper uniform while on duty. A Starfleet uniform is designed for freedom of movement and overall comfort, while maintaining a design concept that adheres to the strictures of military dress. A simple logo appears on the left breast of all uniforms, designating the wearer's ship; in this case the *U.S.S. Enterprise NCC-1701*. Later, this symbol would be adopted to represent all of Starfleet.

Color code

The colors of the uniform tops are a mustard yellow for command and ops personnel, and blue for medical and science staff. Tops have a large ribbed neck and are long-sleeved. The trousers and shoes worn by Starfleet personnel are uniform black

▲ These are male and female tops worn by the crew of the *U.S.S. Enterprise NCC-1701* in 2254. Note that the female version features a more baggy collar.



three-quarter length with black pullover boots. Variations on the basic design are augmented by jacket tops worn by landing parties. Certain technicians and medical

personnel also wear open-topped jumpsuits with a belt.

These uniforms remain in circulation until the year 2266.



CAPTAIN
MUSTARD TOP

As worn by **Captain Pike**.



FLIGHT CONTROL OFFICER
MUSTARD TOP

As worn by **Number One**.



SCIENCE OFFICER
BLUE TOP

As worn by **Mr. Spock**.



COMBAT UNIFORM
BLUE/GRAY TOP

As worn on landing party duty.

OTHER CARDS IN THIS FILE...

- 1 STARFLEET UNIFORMS:
YEAR 2254
- 2 STARFLEET UNIFORMS:
YEAR: 2266
- 3 STARFLEET UNIFORMS:
YEAR: 2271
- 4 STARFLEET UNIFORMS:
YEAR: 2285
- 5 STARFLEET UNIFORMS:
YEAR: 2364

Starfleet Uniforms: Year 2254



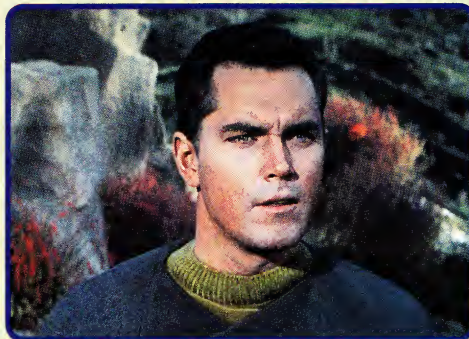
▲ The standard-issue mustard-colored top for women, as worn by Yeoman Colt.



▲ Blue version of the top worn by Mr. Spock.



▲ Captain Pike is flanked by Yeoman Colt (left) and Number One (right) in landing party jacket tops.



▲ Captain Pike wearing the blue top worn by all members of a landing party.



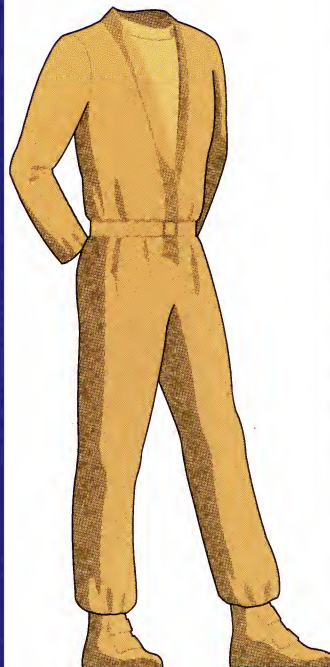
▲ Captain Pike on the bridge in his standard-issue mustard top.

**YEOMAN**

DARK MUSTARD TOP

As worn by **Yeoman Colt**.**CREW MEMBER**

DARK MUSTARD TOP

As worn by **Joe Tyler**.**TRANSPORT ROOM
TECHNICAN**

MUSTARD JUMPSUIT WITH BELT

As worn by **Chief Pitcairn**.**MEDICAL OFFICER**

BLUE JUMPSUIT WITH BELT

As worn by **Dr. Phillip Boyce**.

FILE 64 PROPULSION SYSTEMS

Warp Speeds

When **Zefram Cochrane** breaks the light speed barrier with the invention of warp drive in 2063, he revolutionizes interstellar space travel forever. This profound scientific discovery is merely the beginning of a whole new frontier being opened.

Warp factor is the unit of measurement used for calculating warp speeds, and this scale has been recalculated since the days of the original **U.S.S. Enterprise NCC-1701**. During the ship's epic missions it has a cruising speed of warp 6, with a maximum of warp 8, though encounters with alien life forms enable the ship to reach speeds of up to warp 14.1.

However, by the 24th century a new warp factor scale has been introduced which, while still making warp 1 equivalent to the speed of light, makes warp 10 an infinite and theoretically unobtainable velocity which places the ship at all points in the universe at the same time. There has been one instance of the warp 10 barrier being exceeded, by **Lt. Tom Paris** of the **U.S.S. Voyager NCC-74656**, but only with extraordinary consequences.

Following the new formula, the **U.S.S. Enterprise NCC-1701-D**, like all other **Galaxy-class** ships, has a standard cruising speed of warp 6 – equivalent to about 7.3 on the old scale and 392 times the speed of light. Its maximum normal velocity is warp 9.2, though that speed can be exceeded. However, with unmodified warp engines speeds in excess of warp 5 are now believed to cause damage to the space-time continuum.



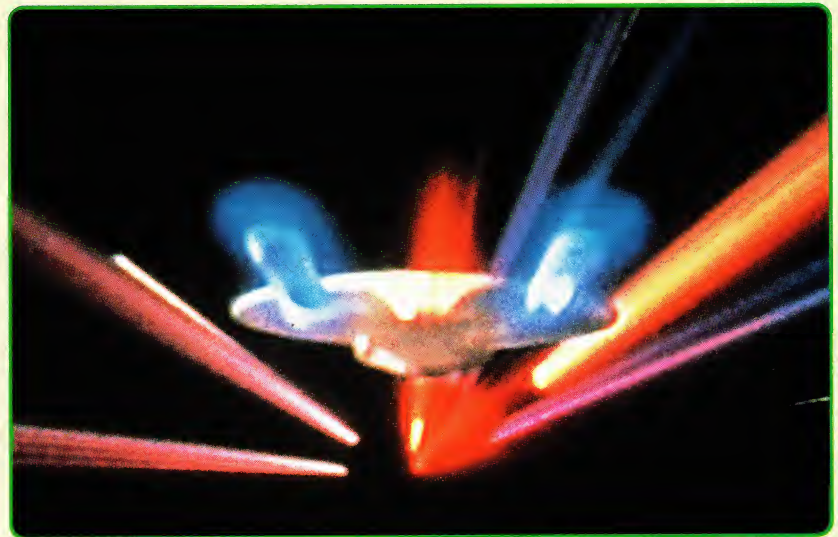
▲ The **U.S.S. ENTERPRISE NCC-1701-D** goes to warp drive on **Picard's** command.

OTHER CARDS IN THIS FILE...

- 1 WARP SPEEDS
- 2 IMPULSE ENGINES
- 3 TRANSWARP THEORY
- 4 BAJORAN SOLAR SAILING SHIPS
- 5 PRE-WARP TECHNOLOGY

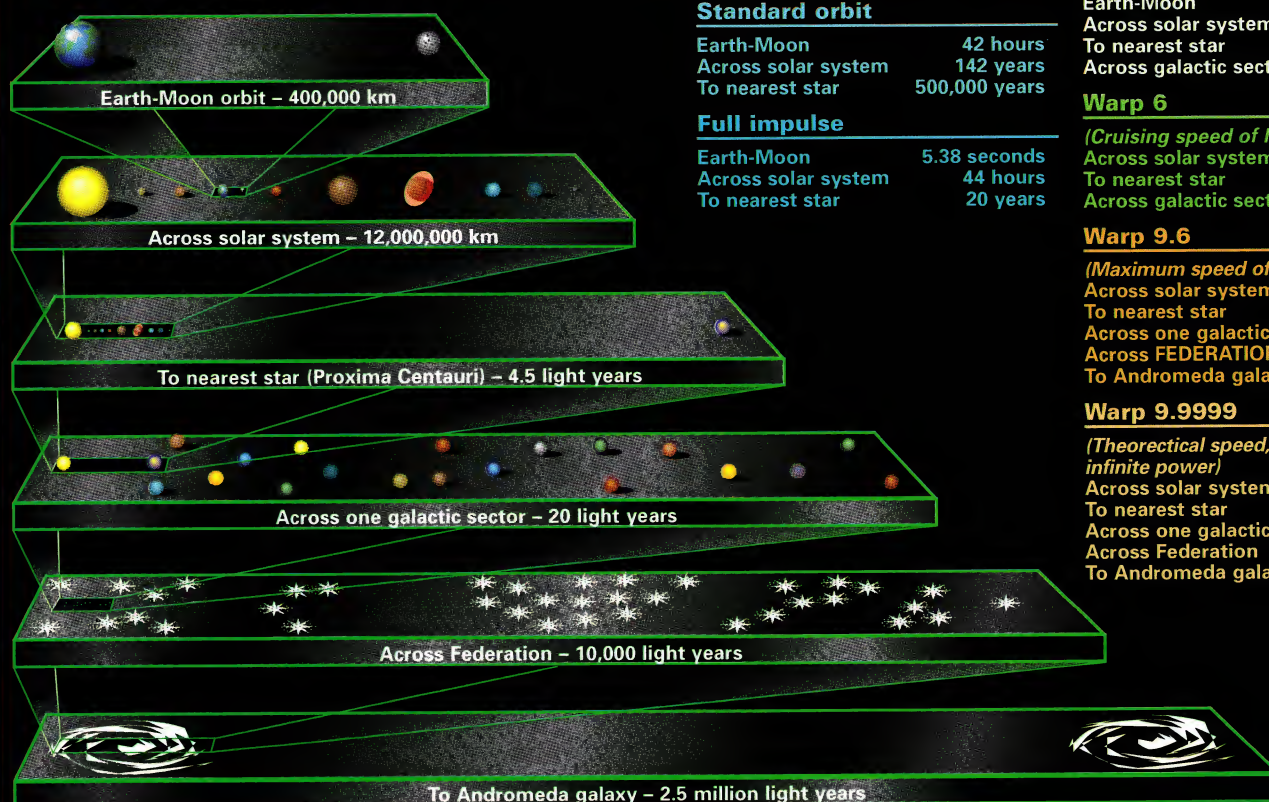
SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701-D..... File 25
STAR TREK: THE NEXT GENERATION..... File 69



▲ The **Galaxy-class** starship **U.S.S. ENTERPRISE NCC-1701-D** engages warp drive. The streaking effect is created by light from the surrounding stars being stretched as the ship accelerates beyond the speed of light.

WARP SPEEDS ACROSS THE GALAXY



Standard orbit

Earth-Moon	42 hours
Across solar system	142 years
To nearest star	500,000 years

Full impulse

Earth-Moon	5.38 seconds
Across solar system	44 hours
To nearest star	20 years

Warp 1

Earth-Moon	1.34 seconds
Across solar system	11 hours
To nearest star	4.3 years
Across galactic sector	20 years

Warp 6

<i>(Cruising speed of NCC-1701-D)</i>	
Across solar system	2 minutes
To nearest star	5 days
Across galactic sector	19 days

Warp 9.6

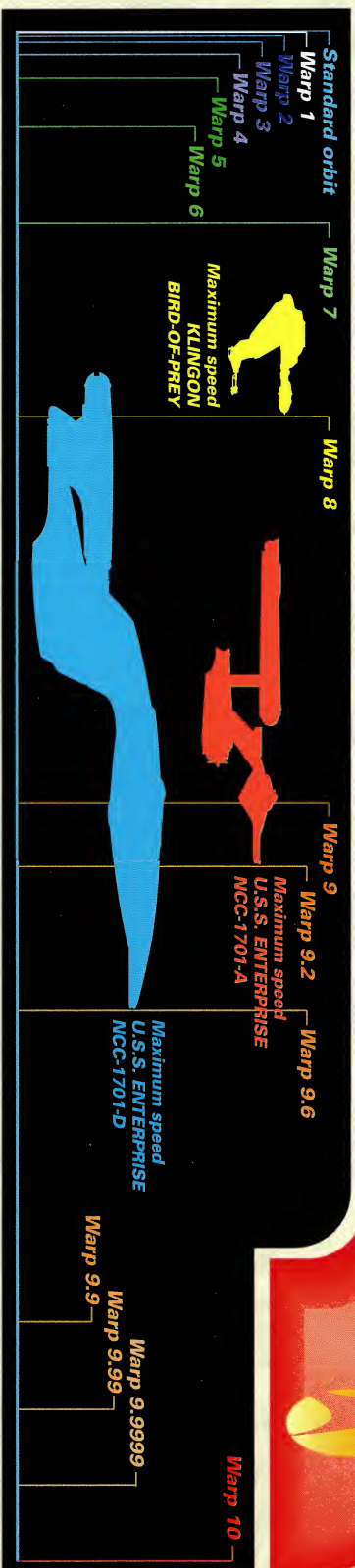
<i>(Maximum speed of NCC-1701-D)</i>	
Across solar system	21 seconds
To nearest star	23 hours
Across one galactic sector	4 days
Across FEDERATION	5.5 years
To Andromeda galaxy	1375 years

Warp 9.9999

<i>(Theoretical speed, requiring almost infinite power)</i>	
Across solar system	0.2 seconds
To nearest star	13 minutes
Across one galactic sector	53 minutes
Across Federation	18 days
To Andromeda galaxy	12.3 years

Warp Speeds

In 1969, it took manned space vehicles three days to reach the Moon. At full impulse speeds this same journey takes a starship a mere 5.38 seconds. A journey to the nearest star system, Proxima Centauri, at warp 7 (656 x light speed) now takes three days – the time it used to take to go to the Moon! At warp 1, or light speed, it would take almost five years.



APPROXIMATE TIME TO TRAVEL

SPEED	Kilometers per hour	x lightspeed	kilometers	Earth to Moon	Across Sol system	To nearby star	Across one sector	ACROSS FEDERATION	To nearby galaxy
Standard orbit	9600	less than 0.00001	42 hours	142 years	558,335 years	2 million years	1.12 billion years	223.33 billion years	Synchronous orbit around Class-M planet
Full impulse*	270 million	0.25	5.38 seconds	44 hours	20 years	80 years	400,000 years	8,000,000 years	Normal maximum impulse speed
Warp factor 1	1078 million	1	1.34 seconds	11 hours	5 years	20 years	100,000 years	2,000,000 years	Warp one = speed of light
Warp factor 2	11 billion	10	0.13 seconds	1 hour	6 months	3 years	9,921 years	198,425 years	
Warp factor 3	42 billion	39	0.03 seconds	17 minutes	2 months	1 year	2,568 years	51,360 years	
Warp factor 4	109 billion	102	0.013237 seconds	7 minutes	18 days	2 months	984 years	19,686 years	
Warp factor 5	230 billion	214	0.006291 seconds	3 minutes	9 days	1 month	468 years	9,357 years	Old cruising speed
Warp factor 6	423 billion	392	0.003426 seconds	2 minutes	5 days	19 days	255 years	5,096 years	New normal cruising speed
Warp factor 7	707 billion	656	0.002049 seconds	1 minutes	3 days	11 days	152 years	3,048 years	
Warp factor 8	1103 trillion	1,024	0.001313 seconds	39 seconds	2 days	7 days	98 years	1,953 years	
Warp factor 9	1.63 trillion	1,516	0.000886 seconds	26 seconds	1 day	5 days	66 years	1,319 years	
Warp factor 9.2	1.78 trillion	1,649	0.000815 seconds	24 seconds	1 day	4 days	61 years	1,213 years	Old normal maximum speed
Warp factor 9.6	2.06 trillion	1,909	0.000704 seconds	21 seconds	23 hours	4 days	52 years	1,048 years	Maximum rated speed, can be maintained for 12 hours
Warp factor 9.9	3.29 trillion	3,053	0.000440 seconds	13 seconds	14 hours	2 days	33 years	655 years	Auto-shutdown of engines after 10 minutes
Warp factor 9.99	8.53 trillion	7,912	0.000169 seconds	5 seconds	6 hours	22 hours	13 years	253 years	Nearly infinite power required
Warp factor 9.9999	215 trillion	199,516	0.000006 seconds	0.2 seconds	13 minutes	53 minutes	6 months	10 years	Maximum subspace radio speed (with booster relays)
Warp factor 10	infinite	infinite	0	0	0	0	0	0	Theoretically unobtainable

NOTES

* Full impulse is equal to $\frac{1}{4}$ lightspeed.

In theory, a starship at warp 10 would occupy all points in the universe simultaneously, though this speed barrier has been broken once, in extraordinary circumstances.

Personal Communicators

An indispensable part of every *Starfleet* crew member's basic equipment, the personal communicator was initially designed to provide planet-to-ship voice transmissions as well as helping transporter crews lock on to personnel. Modern-day communicators also allow the crew to talk directly to a ship's computer.

OTHER CARDS IN THIS FILE...

- 1 PERSONAL COMMUNICATORS
- 2 INTRASHIP COMMUNICATIONS
- 3 SHIP-TO-GROUND COMMUNICATIONS
- 4 SHIP-TO-SHIP COMMUNICATIONS
- 5 SUBSPACE COMMUNICATIONS NETWORK
- 6 UNIVERSAL TRANSLATOR

The modern-day multi-function personal communicator is attached to a crew member's uniform, on the left side of the chest, and can be used in often startling ways. The device's protective casing is made with duranium and then coated with gold and silver alloys. Despite its simple, elegant appearance, beneath the casing is a collection of computer components and a **sarium krellide** power cell.

Using the communicator

For all its complex technology, the communicator is activated with a simple tap and issues an electronic chirp to confirm that it is ready for use.

The wearer states his or her name and the intended recipient and the communicator establishes the connection. The recipient's voice is transmitted on the communicator's audio speaker.

The link is broken with either a voice command or if the communicator itself detects the discussion has ended. But the

communicator can remain 'hot,' ready to relay follow-up speech without the preliminary tap.

Shipboard communicating

Personal communicators are superfluous on vessels equipped with an intra-ship comms system (which automatically detects and dispatches verbal messages without the need of an additional external device). However, the communicator still works on the ship as normal.

The STA

The main component in the communicator is the subspace transceiver assembly (STA), also used by many other *Starfleet* devices. Simply put, the STA turns the user's words into a digital burst that is captured by one of many short-range radio frequency (RF) transceivers embedded about the ship's hull.

The RF transceivers then coordinate with the onboard optical data network (which controls all intra-ship and subspace communications) and the main computer comm

24th-century communicators

As with the majority of *Starfleet* technology, the communicators used by the crew of the *U.S.S. ENTERPRISE NCC-1701-D* are far sleeker and more versatile than the ones used on the *U.S.S. ENTERPRISE NCC-1701*. They can also be an aid to potential time travelers, as Data discovers when he goes back to 19th-century San Francisco. Without any money, he is forced to use his communicator as a stake in a game of poker – being Data, of course, there is never any chance of him losing it!

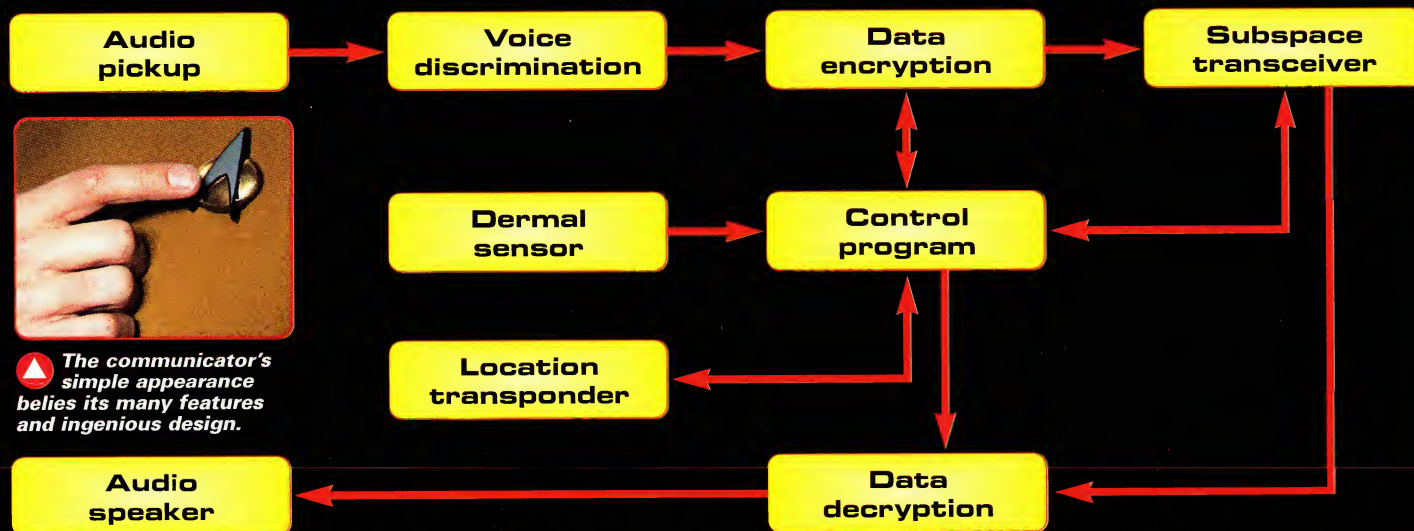


▲ This is the *Starfleet* insignia personal communicator, as used aboard the *U.S.S. ENTERPRISE NCC-1701-D*.



▲ The slightly-modified communicator used by the crew of the *U.S.S. VOYAGER*.

Personal communication systems diagram



Personal Communicators

processors to establish a link with the desired location.

Transporter lock

Detailed data pinpointing the communicator's precise location is an additional by-product of the communicator's exchange with the RF transceivers, because the transporter system is linked to the transceiver system. This is not the only way to establish a transporter lock, but it is by far the most convenient.

Universal translator

When connected with ship's computers, a communicator also has Universal Translator capabilities. Any crew member can communicate in any known tongue and, with enough data, the translator can also decipher a high percentage of any new languages that may be encountered.

Range

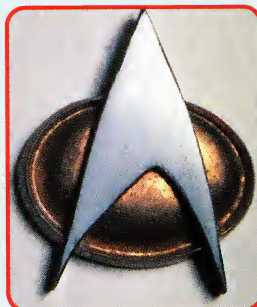
The communicator's STA (subspace transceiver assembly) generates only a weak subspace field. It's the ship's short-range RF transceivers that perform the bulk of the power-receiving and transmitting work that make transmissions from 38,000 to 60,000 km possible. (A ship generally orbits at a distance of 40,000 km.) Without boosting from the ship's RF transceivers, an away team will find the communicator's range limited to approximately 500 km.

Encryption circuit assembly

Standard Starfleet procedure dictates that all communications must be sent in encrypted form. The personal communicator's encryption circuit assembly computes the encryption

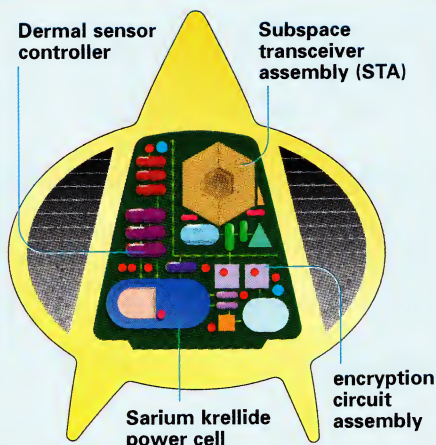
Personal communicator assembly

Shaped like the Starfleet insignia, the 24th century personal communicator's protective casing is fabricated with duranium and then coated with gold and silver alloys. Despite its simple, elegant appearance, beneath the casing is a collection of advanced computer components and a power cell.



Dermal sensor controller

Subspace transceiver assembly (STA)



Sarium krellide power cell

encryption circuit assembly

algorithms prior to transmission. The encryption algorithm comes from, and is randomly changed by, **Starfleet Command** for all Starfleet communications throughout the galaxy.

Dermal sensor controller

Each communicator is customized to function only when it is being used by the person to whom it was issued. A dermal sensor controller inside the communicator ensures this by verifying an individual's unique bioelectrical fields and temperature profiles prior to executing commands.

Only someone with the proper authority and access to the security code can overrule the dermal sensor controller, and security codes are changed frequently to prevent misuse. This system is designed to prevent unauthorized use by hostile forces.

The dermal sensor controller also detects

the user's activating tap and notifies the STA to go into power-on mode.

Power cell

The communicator's power supply is a tiny sarium krellide crystal battery with a two-week life-expectancy. The user is warned when the crystal needs to be recharged or replaced. Keeping the communicator in a power-down mode, as most away teams do, preserves power resources.

Without bolstering from the ship's RF transceivers, an away team must keep in mind the communicator's range and power cell limits. If a planet's density and magnetic fields are low, the communicator's transmission range may be increased. However, electromagnetic fields can also prove a hindrance to proper functioning.

Still, these are only minor variations to one of Starfleet's most reliable and valuable devices.

23RD CENTURY COMMUNICATORS

Early Starfleet communicators were slightly more cumbersome than their modern-day counterparts. Even so, they were still compact handheld units which utilized a flip-up grid as an antenna.

In appearance, at least, they were quite similar to the portable telephones developed on Earth during the latter part of the 20th century.

While early communicators didn't have the ability to link to a ship's computer, they nevertheless proved a vital lifeline to a landing party – both in terms of communication and transporter coordinate location.

These were remodeled over the years and partially replaced by wrist-communicators, before the familiar Starfleet insignia design became standard issue.

◀ Around 2271, the flip-up, handheld personal communicators are partially replaced by a new-style model which is worn on the wrist, as demonstrated here by Admiral James T. Kirk.



▶ Here Kirk is using the early-style personal communicator. The device proves a real life-saver for Kirk and his senior officers on more than one occasion.



'Where No Man Has Gone Before'

While on a mission to probe beyond the boundary of the galaxy, the *U.S.S. Enterprise NCC-1701* receives a distress signal from the disaster beacon of the *S.S. Valiant*—an Earth vessel which has been listed as missing for more than two centuries. Captain Kirk orders that the object be brought aboard for further investigation.

'CAPTAIN'S LOG'
STARDATE: 1312.4

"The impossible has happened. From directly ahead, we're picking up a recorded distress signal—call letters of a vessel which has been missing for over two centuries.

"Did another Earth ship once probe out of the galaxy as we intend to do? What happened to it out there? Is this some warning they left behind?"

The *U.S.S. Enterprise NCC-1701* beams the *S.S. Valiant's* flight-recorder aboard, and **Spock** begins to analyze its memory banks. They indicate that the *Valiant* had encountered an unknown force in this region of space. Spock hears urgent requests for information regarding extrasensory perception, and then, shockingly, what appears to be the *Valiant's* captain giving the order to destroy his own ship.

At the galaxy's boundary, the *Enterprise* also encounters an unusual forcefield. Nine crewmen die in the encounter. Two others are badly injured—psychiatrist **Dr. Elizabeth Dehner**, and **Captain Kirk's** old friend from **Starfleet Academy**, **Lt. Commander Gary Mitchell**.

Under the care of ship's surgeon **Dr. Piper**, Mitchell begins to exhibit increasing powers. He is able to levitate objects, read thoughts and control the ship's instruments. Dr. Dehner is starting to exhibit similar abilities.

More than human

Dehner concludes that Mitchell is mutating into a more advanced kind of human. But **Sulu** cautions that at the rate at which Mitchell's powers are growing, he will not be human for much longer. Realizing the threat that Mitchell might pose, Spock suggests marooning him on the planet **Delta Vega**—a coldly logical recommendation that Kirk is reluctant to accept until Mitchell murders a crewman while escaping.

On the planet's surface, Kirk hunts down his friend and warns him that his absolute power will lead to absolute corruption. Mitchell's response is to attempt to kill Kirk. Dehner uses her own powers to stop him, but both she and Mitchell are killed in the resulting battle.

Kirk records that both gave their lives in the performance of their duties—a decision that meets with Spock's approval. And Kirk asserts that there's hope for Spock after all.

ON SCREEN...



1 The *U.S.S. ENTERPRISE* encounters a mysterious forcefield at the edge of the galaxy—similar to the one recorded by the *S.S. VALIANT*.



2 The senior staff of the *U.S.S. ENTERPRISE* gather to discuss the changes taking place in crewman Lt. Commander Gary Mitchell.



3 Gary Mitchell and Dr. Elizabeth Dehner contemplate using their new-found mental powers to turn a desolate planet into paradise.



4 Captain Kirk's attempt to destroy the now god-like and out of control Lt. Commander Gary Mitchell with a phaser rifle proves futile.



5 Who will finally end up in the grave Mitchell created for Kirk? The odds are made even by Dr. Dehner's sacrifice.

STARSHIP FACTS

A The *S.S. Valiant* discovered the forcefield around the edge of the galaxy some time around 2064.

A The *U.S.S. Enterprise* returns to the galactic barrier in 2268, when the ship is hijacked by Kelvans. Their modifications to the *Enterprise* allow it to break through with ease.

'The Corbomite Maneuver'

The *U.S.S. Enterprise NCC-1701* sets out into a previously uncharted part of space — its crew totally unaware of what may be lurking in these far-flung reaches of the galaxy.

A general alert calls **Captain Kirk** to the bridge. The *U.S.S. Enterprise NCC-1701* has encountered a mysterious spinning cube. As the cube moves closer to the ship, Kirk is forced to destroy it. **Spock** speculates that it may have been a warning buoy. Meanwhile **Dr. McCoy** warns Kirk that he is overworking Bailey, the ship's navigator, and that he should have a break. But they are interrupted when an enormous unidentified ship appears.

The ship identifies itself as the *Fesarius* of the **First Federation**. Its captain, **Balok**, denounces the crew as a savage race and tells them he will destroy their ship in ten minutes. Kirk offers to withdraw, but Balok refuses to bargain.

Rising tensions

As the time ticks away, Bailey cracks under the strain and is relieved of duty. Kirk turns to **Spock**, who uses a chess metaphor to describe the *Enterprise's* seemingly hopeless situation as 'checkmate'. Kirk thinks the answer may lie in a different game — poker. He informs Balok that the *Enterprise* is equipped with a substance known as corbomite which reflects the energy of any weapon used against the ship, destroying the attacker.

The bluff works ... up to a point. Instead of destroying the *Enterprise* Balok transfers to a pilot ship and begins towing the *Enterprise* to an interment planet. But it breaks free from Balok's tractor beam, crippling his ship in the process. **Lt. Uhura** reports that Balok is sending a distress signal, and Kirk goes to his aid.

Kirk, McCoy and Bailey beam aboard the First Federation ship, where they discover that Balok is only a dummy — but then the real Balok appears. He is a childlike being, and reveals that he had wanted to test their intentions. He suggests a cultural exchange.

Kirk agrees, and Bailey, who was so in fear of Balok back on the *Enterprise*, volunteers to stay behind with his new friend.

'CAPTAIN'S LOG'
STARDATE: 1512.2

"On the third day of star mapping, an unexplained cubical object blocked our vessel's path. On the bridge, Mr. Spock ordered general alert. My location — sickbay. Quarterly physical check-up ..."

ON SCREEN...



1 A mysterious spinning cube appears on the U.S.S. ENTERPRISE's viewscreen.



2 An enormous spherical object draws up to the ENTERPRISE.



3 Captain Kirk and his crew analyze the mysterious craft that has approached them, and they listen as Balok announces their imminent destruction.



4 Spock's attempts to make visual contact with Balok are rewarded as the strange alien finally appears.



5 The real Balok plays host to Kirk, McCoy and Bailey and tells them about his lonely existence.



6 Lt. David Bailey switches from the navigator's seat to become a cultural ambassador to the First Federation.

STARSHIP FACTS

A Captain Kirk re-uses his corbomite bluff in 2266 when the *U.S.S. Enterprise* strays into the Neutral Zone and is surrounded by Romulans. He threatens to destroy the *Enterprise* and everything within a 200,000-km radius using a 'corbomite device'.



'Yesterday's Enterprise'

On a routine mission, the *U.S.S. Enterprise NCC-1701-D* comes across a temporal rift in space. A mysterious starship appears from the rift, and a chain of events are set in motion that threaten the very existence of the Federation...

MILITARY LOG

COMBAT DATE: 43625.2

"While investigating an unusual radiation anomaly, the *Enterprise* has encountered what could almost be called a ghost from its own past: its immediate predecessor, the *U.S.S. ENTERPRISE NCC-1701-C*."

As the unknown ship emerges from the rift, a strange transformation takes place – the interior of the *U.S.S. Enterprise NCC-1701-D* takes on a darker, more menacing appearance. Even more incredibly, **Lt. Worf's** place as Chief Security Officer has been taken by **Tasha Yar**, the woman he replaced after her death. Yet no one seems to notice the change.

Any amazement is confined to the identification of the other vessel as the *U.S.S. Enterprise NCC-1701-C*, believed to have been destroyed in a battle over 20 years before. Though badly damaged, the older *Enterprise* does have survivors, and **Commander Riker** puts sickbay on standby.

Captain Jean-Luc Picard, however, calls for caution, fearing that any contact may have serious effects on history. But Picard cannot leave a fellow *Enterprise* crew stranded, and the survivors are beamed over for medical treatment.

But **Guinan's** instincts tell her that the current war with the **Klingons** is the result of the *U.S.S. Enterprise NCC-1701-C's* presence in their timeline. She pleads with Picard to send the ship back through the rift in order to change the course of events and prevent a damaging conflict. A disbelieving Picard goes to sickbay to talk to the *U.S.S. Enterprise NCC-1701-C's* captain, **Rachel Garrett**.

Premature meeting

Picard learns from Captain Garrett that her ship was responding to a distress signal from the Klingon outpost on **Narendra III** when it was attacked by four **Romulan Warbirds**. In the middle of the assault, the ship escaped through the temporal rift, thus saving it from destruction.

He informs her that she's 22 years into her future, and that the destruction of the outpost plunged the **Federation** into years of war. Yet, **Data** asserts that if the *U.S.S. Enterprise NCC-1701-C* was destroyed while aiding the Klingon outpost, it would have been viewed as an honorable act, and the current war might have been avoided.

Meanwhile, Tasha befriends the bridge officer of the *U.S.S. Enterprise NCC-1701-C*, **Lt. Richard Castillo**. The presence of Tasha, however, is having an unsettling effect on the usually unflappable Guinan. She returns to Picard to insist that something is

ON SCREEN...



1 Two *U.S.S. ENTERPRISES* meet in a universe where neither should exist. The old *U.S.S. ENTERPRISE's* journey through a mysterious temporal rift has polluted the timeline.



2 The *U.S.S. ENTERPRISE NCC-1701-D* is now a battleship, and even the bridge takes on a more menacing aspect than usual.



3 Surrounded by crew armed and trained more for war than exploration, Guinan suddenly gets a sense that all is not right.



4 In the war-torn universe, Picard struggles with Guinan's bewildering contention that all existence is somehow "wrong".



5 Tasha Yar befriends Lt. Richard Castillo, the bridge officer of the *U.S.S. ENTERPRISE NCC-1701-C*, but there is a sense of doomed fatality to their relationship.





'Yesterday's Enterprise' Continued

seriously wrong. Guinan tries to convince Picard that she doesn't make a stand like this unless she knows she's right.

Tough decision

Picard decides to send the other *Enterprise* back through the time rift – even though it would spell almost certain death for the crew. He tells Garrett of his decision and that **Starfleet Command** is projecting defeat within six months. She agrees to return through the rift.

Meanwhile, a **Klingon Bird-of-Prey** suddenly decloaks and attacks both ships. The *U.S.S. Enterprise NCC-1701-C* is damaged and, even worse, Captain Garrett is killed in the assault. However, Picard, reasoning that the timeline can still be altered, authorizes Castillo to take the ship back.

Sensing Guinan's unease toward her, Tasha asks her what is wrong. Guinan tells her that she senses Tasha died a meaningless death in the correct timeline – in fact, in the correct timeline, Tasha had died before Guinan had even joined the *Enterprise*.

Great sacrifice

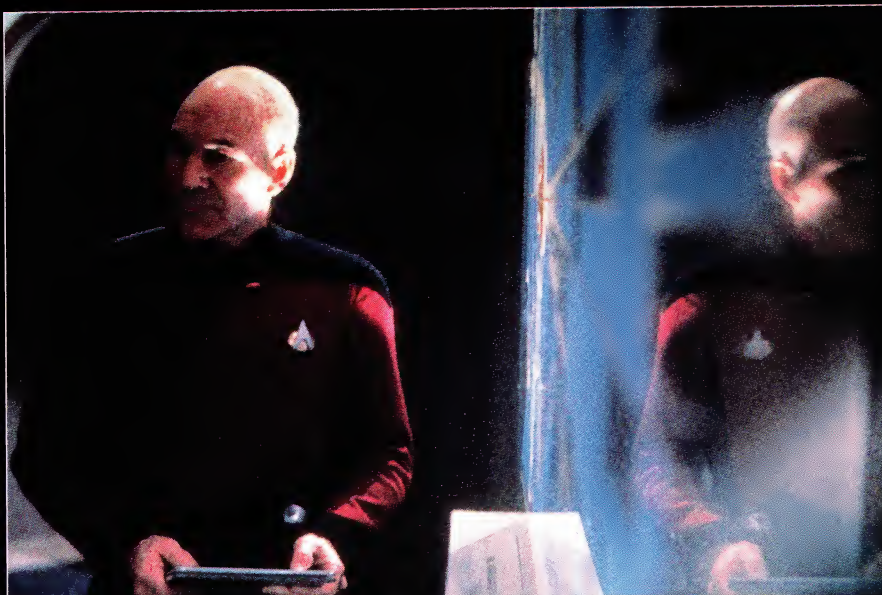
Tasha, like Picard, is convinced by Guinan's feelings and, in a gesture of self-sacrifice, she requests a transfer to the *U.S.S. Enterprise NCC-1701-C*, telling Picard that she may be able to provide the ship with the extra minutes needed to change history. Picard agrees, and Castillo and Tasha are reunited on board the other *Enterprise*.

As the doomed ship starts to make its way back through the time rift, three **Klingon Battle Cruisers** launch an attack. Restoring the correct timeline is now the only priority, and Picard maneuvers his ship to draw the fire of the Klingons to give the *U.S.S. Enterprise NCC-1701-C* enough time to escape. But the *U.S.S. Enterprise NCC-1701-D* is badly damaged and is close to destruction. With seconds left until the *U.S.S.*

Enterprise NCC-1701-C enters the rift, Riker is killed. The Klingons demand surrender, but Picard defiantly refuses. He has bought the *U.S.S. Enterprise NCC-1701-C* enough time to pass safely through the space rift and in a brilliant flash, the timeline is restored to its original state.

Worf is back on the bridge, Riker is at his captain's side, the *Enterprise* is heading to meet a Klingon delegation and everyone is unaware of the events that have just unfolded – except for Guinan, who senses that something rather strange has just happened.

ON SCREEN...



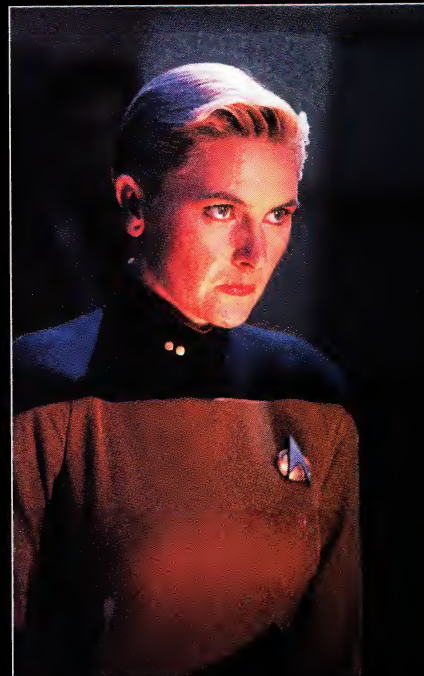
6 Picard must do a lot of soul-searching before he dooms both his ship and the *U.S.S. ENTERPRISE NCC-1701-C* to save a universe he can only hope exists.



7 After the strange appearance of the other *U.S.S. ENTERPRISE*, Yar's very existence is something else that suddenly troubles Guinan's sixth sense.



8 Picard's sacrifices his ship in order to cover the old *U.S.S. ENTERPRISE*'s retreat to the spatial anomaly that could set the timelines right.



9 Tasha Yar is faced with a daunting choice, but she doesn't shy away from self-sacrifice. She takes the opportunity to die the heroic death her counterpart was denied.

STARSHIP FACTS

A In 2267, due to a run-in with a black hole, another *U.S.S. Enterprise* crew found themselves in the wrong time – planet Earth, 1969.

A Tasha Yar was originally killed on Vagra II, by a being of pure evil known simply as Armus.

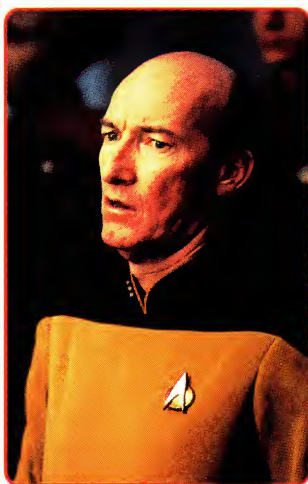
A Guinan has a virtual sixth sense that can sense discrepancies in the space time continuum. This special sense is responsible for saving the crew of the *U.S.S. Enterprise* here.

A continued

Albert, Joshua

A member of **Starfleet Academy's Nova Squadron** who perished when the ship he was piloting crashed in 2368. **Wesley Crusher**, then a cadet himself, revealed at the subsequent inquest that **Albert's** squadron was attempting an illegal maneuver, which was ruled the cause of the accident. (*Starship Log: 'The First Duty'* [TNG])

SEE FILES 19, 69



Albert, Lieutenant Commander

The father of **Cadet Joshua Albert**, and a **Starfleet** officer.

(*Starship Log: 'The First Duty'* [TNG]) SEE FILE 69

⚠ **Lieutenant Commander Albert has trouble coming to terms with the tragic death of his son.**

Alcyones

The people responsible for eliminating the last remaining **Talerian** plague vessel in 2358. (*Starship Log: 'Haven'* [TNG]) SEE FILE 69

Aldabren Exchange

The three-dimensional chess tactic **Riker** used to defeat **Nibor**, a **Ferengi**, during a match at the Trade Agreements Conference of 2366. (*Starship Log: 'Ménage à Troi'* [TNG])

SEE FILE 69

Aldara

The **Cardassian Galor-class** battleship which pursued the militant **Bajoran, Tahna Los**, to **Deep Space Nine**, where he sought refuge with a stolen antimatter converter. (*Starship Log: 'Past Prologue'* [DS9]) SEE FILES 36, 47, 70

Aldea

The once-legendary celestial body where technology permitted a peaceful world to flourish, allowing its citizenry to engage exclusively in intellectual and artistic pursuits. Aldea was eventually found to be an actual planet that had been cloaked by its inhabitants to prevent intrusion, resulting in damage to its ozone layer. (*Starship Log: 'When the Bough Breaks'* [TNG]) SEE FILES 3, 69

Aldeans

The anthropoid residents of Aldea. Radiation from their planetary cloaking system damaged their planet's ozone, resulting in chronic sterility. When the Aldeans kidnapped children from the **U.S.S. Enterprise NCC-1701-D**, in an effort to perpetuate their species, starship personnel intervened and assisted them in dismantling the cloaking system. (*Starship Log: 'When the Bough Breaks'* [TNG]) SEE FILES 18, 69



⚠ **Capable of assuming any shape he wishes, Q becomes an Aldebaran serpent.**

Aldebaran III

The planet where **Dr. Janet Wallace** experimented with carbohydrate compounds to retard the decay of plant life. Her experiments were used in an attempt to cure the degenerative aging disease aboard the **U.S.S. Enterprise** in 2267. (*Starship Log: 'The Deadly Years'* [TOS]) SEE FILE 68

Aldebaran serpent

An alien reptile, whose most notable feature is its three heads. **Q** assumed the form of the serpent during a visit to the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Hide and Q'* [TNG]) SEE FILE 69

Aldebaran whiskey

An exceedingly potent libation of greenish hue, this is one of the few spirits served aboard the **U.S.S. Enterprise NCC-1701-D** that is not synthehol-based, but is actually made with genuine alcohol. **Guinan** keeps a bottle behind the **Ten-Forward** bar, given to her by **Captain Picard**. (*Starship Log: 'Relics'* [TNG]) SEE FILES 7, 69

Aldebaron

A stellar colony encountered by the **U.S.S. Enterprise** in 2265, during one of its earliest voyages. Psychologist **Dr. Elizabeth Dehner** boarded the ship here on assignment, prior to a fateful encounter with an energy field. (*Starship Log: 'Where No Man Has Gone Before'* [TOS]) SEE FILE 68

Aldorian ale

A beverage ordered in **Ten-Forward** by **Harodian** miners during their tumultuous visit to the **U.S.S. Enterprise NCC-1701-D** in 2368. (*Starship Log: 'The Perfect Mate'* [TNG]) SEE FILES 7, 69

Alexander

A native of **Platonius** who had a hormone deficiency that prevented him from acquiring the telekinetic powers that are typical of his race, and resulted in his diminutive height. Unhappy with his role as the **Platonian** palace fool, he left his home with a **U.S.S. Enterprise** landing party in 2268. (*Starship Log: 'Plato's Stepchildren'* [TOS]) SEE FILES 18, 68

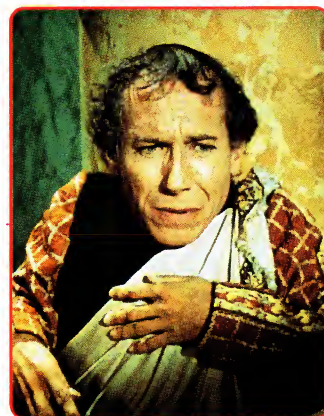
Alexander

SEE Rozhenko, Alexander.

Alfa 117

The Class-M planet where a transporter failure divided **Captain James Kirk** into two separate

Albert, Joshua
Albert, Lieutenant Commander
Alcyones
Aldabren Exchange
Aldara
Aldea
Aldeans
Aldebaran III
Aldebaran serpent
Aldebaran whiskey
Aldebaron
Aldorian ale
Alexander
Alexander
Alfa 117
Algeron
Algolian ceremonial rhythms
Alice in Wonderland
Alice series
Alice
Alkar, Ves
Allamaraine
Alasomorph
Allenby, Ensign Tess
Alliance
Alpha Carinae II
Alpha Carinae V
Alpha Centauri
Alpha Cygnus IX
Alpha III



⚠ **Alexander's status is as low as his height on Platonius, a planet run by the Plato-loving, telekinetic leader, Parmen.**



⚠ **The frigid climate of Alfa 117 makes it a potential deathtrap for crew members of the U.S.S. ENTERPRISE, stranded due to a transporter malfunction.**



entities, one good and one evil. Nighttime temperatures here can fall to minus-120 degrees. (*Starship Log: 'The Enemy Within'* [TOS])

SEE FILE 68

Algeron

SEE Treaty of Algeron.

Algolian ceremonial rhythms

The musical phrases that **Riker** emulated on the warp engines of the **Ferengi** ship, **Krayton**, by manipulating the warp field phase. The sound was picked up by the **U.S.S. Enterprise NCC-1701-D**, revealing that **Riker**, **Lwaxana** and **Deanna Troi** were being detained on board. (*Starship Log: 'Ménage à Troi'* [TNG]) SEE FILE 69



Alice in Wonderland

A classic 19th-century story-book, written by Lewis Carroll (pen-name of Englishman Charles Dodgson), enjoyed by Earth children and adults for centuries. Characters from the book were encountered by an **Enterprise** landing party on the amusement park planet in 2267. (*Starship Log: 'Shore Leave'* [TOS]) SEE FILE 68

◀ Words become reality on the amusement park planet as **Alice** appears to the landing party when her name is mentioned.

Alice series

The brunette model of android favored by **Harry Mudd** after he was stranded on the unnamed android-populated planet in the Andromeda Galaxy. Mudd manufactured 500 Alices to attend to his needs. (*Starship Log: 'I, Mudd'* [TOS]) SEE FILES 55, 68

Alice

The title character of Alice in Wonderland, she was actually seen by a landing party in 2267, after **Dr. McCoy** suggested that the amusement park planet belonged to the fantastical realm of that book. (*Starship Log: 'Shore Leave'* [TOS]) SEE FILE 68

Alkar, Ves

A **Lumerian** who gained strength by using his empathic ability to transfer his own detrimental emotions onto another person, afflicting the 'receptacle' with terminal physical stress and personality disorders. **Dr. Beverly Crusher** uncovered Alkar's habitual behavior while investigating the death of his companion, **Sev Maylor**. Alkar himself died attempting to use **Deanna Troi** as a receptacle. (*Starship Log: 'Man of the People'* [TNG]) SEE FILES 58, 69



◀ Ves Alkar - an ambassador with a deadly secret.

Allamaraine

The word shouted during a game of **Chula** to indicate when a player has moved to another level. It is also part of a nursery rhyme sung by the girl, **Chandra**, within the game's labyrinth. (*Starship Log: 'Move Along Home'* [DS9]) SEE FILE 70



◀ Crew members of **DEEP SPACE NINE** find themselves involved in a bizarre virtual reality game. **Falow**, the **Chula** game leader, shouts "Allamaraine" to announce the next level of play.

Allasomorph

An intelligent breed of shapeshifter, able to alter its molecular structure to match that of other life forms. **Anya** and **Salia** from **Daled IV** are typical allasomorphs. (*Starship Log: 'The Dauphin'* [TNG]) SEE FILES 18, 69

Allenby, Ensign Tess

The **U.S.S. Enterprise NCC-1701-D**'s Flight Control Officer who piloted the ship during the mission at Gamelan V in 2367. (*Starship Log: 'Final Mission'* [TNG]). She was also at the conn when the ship met a school of two-dimensional organisms on the way to **T'Polli Beta**. (*Starship Log: 'The Loss'* [TNG]) SEE FILES 43, 69

Alliance

After the collapse of the colonial government in the 24th century, this bloc clashed with their enemy, the **Coalition**, for control of the planetary colony on **Turkana IV**. The Alliance attempted to trade the captured crew of the **Federation** freighter **Arcos** for weapons from the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'Legacy'* [TNG]) SEE FILES 18, 69

Alpha Carinae II

This Class-M planet was used to analyze the M-5 computer's ability to conduct planetary survey operations. (*Starship Log: 'The Ultimate Computer'* [TOS]) SEE FILE 68

Alpha Carinae V

The source planet for **Drella**, the creature which drew nourishment from the emotion of love. (*Starship Log: 'Wolf in the Fold'* [TOS]) SEE FILE 68

Alpha Centauri

One of the closest stars to Earth's solar system, approximately 4.3 light-years from Sol. While he was held in a United States Air Force base in the late 1960s, **Captain Kirk** told **Colonel Fellini** that he was a "little green man" from Alpha Centauri. (*Starship Log: 'Tomorrow Is Yesterday'* [TOS]) A planet in this system was also home to **Zefram Cochrane**, the inventor of the warp drive. (*Starship Log: 'Metamorphosis'* [TOS]) SEE FILES 44, 68

Alpha Cygnus IX

Ambassador Sarek was credited with negotiating a treaty between this planet and the **Federation**. (*Starship Log: 'Sarek'* [TNG]) SEE FILE 69

Alpha III

Statutes of one of the landmark documents responsible for extending civil liberties throughout the **Federation**. (*Starship Log: 'Court Martial'* [TOS]) SEE FILE 68